

## Refine Search

### Search Results -

Terms	Documents
L20 same (sequen\$6 or consecutiv\$3)	6

Database:

US Pre-Grant Publication Full-Text Database
US Patents Full-Text Database
US OCR Full-Text Database
EPO Abstracts Database
JPO Abstracts Database
Derwent World Patents Index
IBM Technical Disclosure Bulletins

Search:






### Search History

DATE: Friday, May 21, 2004    [Printable Copy](#)    [Create Case](#)

<u>Set Name</u> side by side	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u> result set
	<i>DB=USPT; PLUR=YES; OP=ADJ</i>		
<u>L1</u>	"YUSOFF".IN.!	1	<u>L1</u>
<u>L2</u>	(adapt\$3 near3 threshold\$3) same (scene or shot) same (cut or break or change or abrupt)	18	<u>L2</u>
<u>L3</u>	L2 and (histogram\$6 near5 differ\$6)	3	<u>L3</u>
<u>L4</u>	L3 and flash\$7	0	<u>L4</u>
<u>L5</u>	((shot or scene) near3 boundar\$3) same (change or cut or abrupt or gradual or fade or dissolv\$3)	103	<u>L5</u>
<u>L6</u>	((distinguish\$3 or discriminat\$4 or judg\$6 or determin\$5) near6 (cut or break or change or abrupt) near7 flash\$8)	140	<u>L6</u>
<u>L7</u>	L6 same shot	1	<u>L7</u>
<u>L8</u>	L7 and threshold\$3	1	<u>L8</u>
<u>L9</u>	L8 and histogram\$5	1	<u>L9</u>
<u>L10</u>	L9 and (histogram\$5 near5 differ\$5)	1	<u>L10</u>

<u>L11</u>	L10 and (intensit\$3 or brightness)	1	<u>L11</u>
<u>L12</u>	L11 and (averag\$3 near5 (intensit\$3 or brightness))	1	<u>L12</u>
	<i>DB=PGPB; PLUR=YES; OP=ADJ</i>		
<u>L13</u>	(average near2 intensit\$3) near10 (cut or abrupt or break) same (shot or scene)	1	<u>L13</u>
	<i>DB=USPT; PLUR=YES; OP=ADJ</i>		
<u>L14</u>	(average near2 intensit\$3) near10 (cut or abrupt or break) same (shot or scene)	1	<u>L14</u>
	<i>DB=PGPB; PLUR=YES; OP=ADJ</i>		
<u>L15</u>	(average near2 intensit\$3) with abrupt	4	<u>L15</u>
	<i>DB=USPT; PLUR=YES; OP=ADJ</i>		
<u>L16</u>	(average near1 intensity) same video	179	<u>L16</u>
<u>L17</u>	L16 same shot	2	<u>L17</u>
<u>L18</u>	(average light\$3 intensity) same video	24	<u>L18</u>
<u>L19</u>	L18 and shot	4	<u>L19</u>
<u>L20</u>	L16 same frame	50	<u>L20</u>
<u>L21</u>	L20 same (sequen\$6 or consecutiv\$3)	6	<u>L21</u>

END OF SEARCH HISTORY

## Refine Search

### Search Results -

Terms	Documents
L3 and flash	1

Database:

US Pre-Grant Publication Full-Text Database  
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 IBM Technical Disclosure Bulletins

Search:

L32

Refine Search

Recall Text

Clear

Interrupt

### Search History

DATE: Monday, May 24, 2004   [Printable Copy](#)   [Create Case](#)

<u>Set</u> <u>Name</u>	<u>Query</u>	<u>Hit</u> <u>Count</u>	<u>Set</u> <u>Name</u> result set
	<i>DB=PGPB; PLUR=YES; OP=ADJ</i>		
<u>L1</u>	intensity near2 frame	222	<u>L1</u>
<u>L2</u>	L1 and abrupt transition	4	<u>L2</u>
	<i>DB=USPT; PLUR=YES; OP=ADJ</i>		
<u>L3</u>	5911008.pn.	1	<u>L3</u>
<u>L4</u>	L3 and intensit\$3	1	<u>L4</u>
<u>L5</u>	L4 and average	1	<u>L5</u>
<u>L6</u>	5990980.pn.	1	<u>L6</u>
<u>L7</u>	(5459517  5521841  5642294  5708767  5751378  5767922  5801765  5835163  5900919  5920360)! [pn]	10	<u>L7</u>
<u>L8</u>	5751378.pn.	1	<u>L8</u>
<u>L9</u>	L8 and flash\$7	0	<u>L9</u>
<u>L10</u>	l3 and ((brightness or lumin\$6 or intensit\$3) near6 averag\$3)	1	<u>L10</u>
<u>L11</u>	shot boundary with scene change	6	<u>L11</u>

<u>L12</u>	l6 and (shot near2 boundary)	1	<u>L12</u>
<u>L13</u>	l6 and shot	1	<u>L13</u>
<u>L14</u>	L13 and scene	1	<u>L14</u>
<u>L15</u>	L14 and boundary	1	<u>L15</u>
<u>L16</u>	(scene change near3 (cut or break))	63	<u>L16</u>
<u>L17</u>	l6 and (intensit\$3 or brightness or lumin\$6)	1	<u>L17</u>
<u>L18</u>	l6 and bin	1	<u>L18</u>
<u>L19</u>	L18 and (brightness or intensit\$4 or lumin\$7)	1	<u>L19</u>
<u>L20</u>	l3 and shot boundary	1	<u>L20</u>
<u>L21</u>	L20 and (abrupt or sudden or cut or break)	1	<u>L21</u>
<u>L22</u>	l8 and threshold\$3	1	<u>L22</u>
<u>L23</u>	l8 and (threshold\$3 near10 (dynamic\$5 or on-line or real or variable or adapt\$5))	0	<u>L23</u>
<i>DB=USPT,EPAB,JPAB,DWPI; PLUR=YES; OP=ADJ</i>			
<u>L24</u>	threshold\$3 same (averag\$3 or mean) same standard deviation	1511	<u>L24</u>
<u>L25</u>	L24 same ((adapt\$5 or dynamic\$5) near3 threshold\$3)	66	<u>L25</u>
<u>L26</u>	L25 and ((scene or shot) near5 (change or boundar\$3 or cut or transition or fade or wipe or gradual or break))	3	<u>L26</u>
<u>L27</u>	((histogram near5 differ\$5) same (average or mean) near2 (standard deviation))	31	<u>L27</u>
<u>L28</u>	L27 same threshold\$3	7	<u>L28</u>
<u>L29</u>	L28 and ((scene or shot) near5 (change or boundar\$3 or cut or transition or fade or wipe or gradual or break))	0	<u>L29</u>
<u>L30</u>	l6 and (flash or anamoalies)	1	<u>L30</u>
<u>L31</u>	l2 and agent	0	<u>L31</u>
<i>DB=USPT; PLUR=YES; OP=ADJ</i>			
<u>L32</u>	L3 and flash	1	<u>L32</u>

END OF SEARCH HISTORY

## Refine Search

### Search Results -

Terms	Documents
(shot near5 boundar\$3) and (light near1 flash\$3 or lightflash\$5)	1

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Search:

(scene or shot) same threshold\$3 same  
 (abrupt or gradual or fade or dissolv\$3  
 or change or cut or break or transition





### Search History

DATE: Thursday, May 20, 2004    [Printable Copy](#)    [Create Case](#)

<u>Set Name</u> side by side	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u> result set
	<i>DB=USPT; PLUR=YES; OP=ADJ</i>		
<u>L1</u>	6615648.pn.	1	<u>L1</u>
<u>L2</u>	L1 and (threshold\$3 near10 (collat\$4 or compar\$6))	1	<u>L2</u>
<u>L3</u>	L1 and longitudinal cracking	1	<u>L3</u>
<u>L4</u>	L3 and traverse cracking	0	<u>L4</u>
<u>L5</u>	L3 and transverse cracking	1	<u>L5</u>
<u>L6</u>	5042055.pn.	1	<u>L6</u>
<u>L7</u>	5817945.pn.	1	<u>L7</u>
	<i>DB=USPT,EPAB,JPAB,DWPI; PLUR=YES; OP=ADJ</i>		
<u>L8</u>	flashlight same shot same video same boundar\$3	2	<u>L8</u>
	<i>DB=PGPB; PLUR=YES; OP=ADJ</i>		
<u>L9</u>	US-20020196974-A1.did.	1	<u>L9</u>
	<i>DB=USPT,EPAB,JPAB,DWPI; PLUR=YES; OP=ADJ</i>		
	(scene near5 (chang\$3 or break\$1 or cut\$5)) same (gradual\$3 or		

<u>L10</u>	normal\$3 or abrupt\$4) same shot	31	<u>L10</u>
<u>L11</u>	L10 same abrupt\$4	24	<u>L11</u>
<u>L12</u>	L11 same (gradual\$3 or slow\$3 or normal\$3)	8	<u>L12</u>
<u>L13</u>	L12 and histogram\$5	4	<u>L13</u>
<u>L14</u>	L13 and threshold\$3	2	<u>L14</u>
<u>L15</u>	L10 and lightflash\$5	0	<u>L15</u>
<u>L16</u>	(shot near5 boundar\$3) and (light near1 flash\$3 or lightflash\$5)	1	<u>L16</u>

END OF SEARCH HISTORY